

## CLAIMS

The following listing of claims replaces all prior versions and listings of claims.

1. (currently amended) A gaming method comprising:

conducting a main game, the main game having a plurality of possible outcomes, at least one of the outcomes enabling a secondary game;

after the main game generates said at least one of the outcomes, enabling the secondary game, the secondary game comprising:

displaying a plurality of icons to a player, each icon representing an unknown element that may be selected by a player;

concurrently with displaying the plurality of icons, displaying the elements to a player, before an icon is selected by the player, without identifying which icons are associated with the elements, where the elements are displayed separated from the icons;

receiving player selection signals conveying a selection of at least one of the icons; and

changing at least one of the displayed elements after the player has selected at least one of the icons.

2. (original) The method of Claim 1 wherein displaying a plurality of icons to a player comprises displaying an MxN matrix of icons to the player.

3. (original) The method of Claim 2 wherein changing at least one of the displayed elements after the player has selected at least one of the icons comprises changing at least one of the displayed elements only in a row from which the player has selected one of the icons.

4. (original) The method of Claim 2 wherein changing at least one of the displayed elements after the player has selected at least one of the icons comprises changing all of the displayed elements for all rows of the matrix.

5. (original) The method of Claim 1 further comprising ending the secondary game after a predetermined number of selections by the player.
6. (original) The method of Claim 1 further comprising ending the secondary game after the player selects an icon representing an end to the secondary game.
7. (original) The method of Claim 1 further comprising multiplying any award from the secondary game by a multiplier.
8. (original) The method of Claim 7 wherein there is a different multiplier associated with each selection by the player.
9. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying one or more award values.
10. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying one or more multiplier values.
11. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying one or more end-of-game awards.
12. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying one or more mystery awards that do not identify any particular award.
13. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying an award that, if selected, initiates another game.
14. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying an award that, if selected, increases potential awards in the secondary game.
15. (original) The method of Claim 1 wherein displaying the elements to a player comprises displaying different types of awards.
16. (original) The method of Claim 1 wherein at least one of the icons, if selected, conveys a symbol, and the method further comprising receiving signals from a player selecting icons in order to obtain a predetermined combination of symbols.

17. (original) The method of Claim 1 further comprising:

after the player has made one or more selections from the icons, displaying a next level of the secondary game.

18. (original) The method of Claim 17 further comprising ending the secondary game after a predetermined plurality of different levels of the secondary game are played.

19. (original) The method of Claim 1 wherein displaying a plurality of icons to a player comprises displaying a plurality of rows and columns of icons, and wherein displaying the elements to a player without identifying which icons are associated with the elements comprises associating the displayed elements with each row containing the displayed elements so the player knows which elements are offered in each row.

20. (currently amended) A gaming device comprising:

a display area for displaying a main game, the main game having a plurality of possible outcomes, at least one of the outcomes enabling a secondary game; and

at least one processor and display for displaying the secondary game, the secondary game comprising:

displaying a plurality of icons to a player, each icon representing an unknown element that may be selected by a player;

concurrently with displaying the plurality of icons, displaying the elements to a player, before an icon is selected by the player, without identifying which icons are associated with the elements, where the elements are displayed separated from the icons; and

receiving player selection signals conveying a selection of at least one of the icons; and

changing at least one of the displayed elements after the player has selected at least one of the icons.

21. (original) The device of Claim 20 wherein displaying a plurality of icons to a player comprises displaying an MxN matrix of icons to the player.